

NXPlot3d Version 3.2

Icon.tiff ↵

Copyright 1992-4 Steve Ludtke
(released Dec 7, 1994)

COPYING/DISCLAIMER (intro follows)

This program is freeware. You may freely copy and redistribute it as long as no charge is made beyond reasonable media/shipping costs. Permission is granted to modify the source for your own purposes, but NOT to redistribute the modifications without permission of the author. Neither this program, any modified versions of this program, or any program containing any part of the source of this program may be used for commercial purposes without explicit permission of the author. *If you use this program while doing scientific research, please cite this program in the acknowledgements of any resulting publications/posters/presentations.*

There is absolutely no warrantee on this program. The author takes no responsibility for any damage caused by this program. The author takes

no responsibility for time lost if incorrect or misleading results are produced by this program. If a warranty is required by law where you intend to use this software, permission to use this software there is revoked.

Now that that's out of the way, suggestions and bug reports would be greatly appreciated!! I can be contacted at any of the following :

steve@ion.rice.edu or stevel@owl.net.rice.edu

If those fail, stevel@alumni.caltech.edu should always work ...

72335,1537 - compuserve

Steve Ludtke
Physics Dept.
Rice University
Houston, TX 77251-1892

I really would like to hear from you.

Introduction

Plot3D has changed quite a bit from the initial version that used my own 3d routines. This version now produces publication quality (or almost publication quality) plots using some of the more advanced features of renderman. Check out the "History" entry for a detailed list of new features. There is also an archive of sample pictures and animations produced with plot3d(available in a separate file). This includes instructions for producing the effects demonstrated in the examples. It's worth the effort to download it and check it out.

Full source is also available in a separate archive. Source may be modified for your own purposes, but you may not redistribute the result. If you make a useful change to the source, send it to me and I'll include it in the next release version (with full credit of course).

Enjoy!